

PLAYER AND TEAM CONDUCT

Conduct:

The site supervisor and/or umpire will have the power to eject a player or spectator and forfeit a game without warning for any conduct deemed unsportsmanlike or detrimental to the game (See Sports Code of Conduct). Outbursts of foul language will not be tolerated. Any participant assaulting an official or City employee will be automatically suspended for the current season and the incident may result in legal action. Threats to an umpire or City employee will result in multiple game suspensions. Comments such as "I will take care you later" or "I'll meet you in the parking lot" will be considered as threats and will be taken seriously. When players are listed on a team's roster it is understood that team manager will notify them of all rules and regulations including the Sports Code of Conduct. Teams are responsible for the conduct of their fans.

Ejection:

Player(s) ejected from a game must leave the playing field immediately. Ejected players may stay on the sidelines as long as their dissent or unsporting behavior ceases. If the venting behavior continues the site supervisor will notify the umpire and both the umpire and site supervisor will communicate with the team manager to bring the situation under control or the player must leave the playing facility. So as not to disadvantage either team the umpire will stop the game clock until order has been restored or the player leaves the facility. At some point the manager will be given two minutes to deal with the ejected player or face forfeiture of the game. Ejection situations that escalate to this level also put the team at risk for additional penalty cards and game suspensions (see below).

Player Suspensions:

Automatic 1 Game Suspension - Minimum

2 Yellow Cards	Per Game
1 Red Card	Per Game

Automatic 2 Game Suspension - Minimum

2 nd Red Card	Per Season
3 rd & 4 th Card Overall	Per Season

Automatic Suspension for the Season

2 nd Red Card	Per Season
5 th Card Overall	Per Season

Automatic Suspension from Tournament Play

1 Red Card	Per Tournament
2 nd Yellow Card	Per Tournament

Team Suspensions

One Game Suspension - Minimum

2 Red cards Per Game

1 Red Card and failure to comply with direction from the umpire and field supervisor which results in a delay in the game – stopped clock.

Two Game Suspension - Minimum

Same as above with greater dissent or volatile behavior.

Suspension for the Season

3rd Red Card Per Season

10th Yellow Card Per Season

Note:

Players or teams suspended for the remainder of a season are not eligible for refunds.
Suspensions may carry over from season to season.